

Application No. 09/853,650  
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### **Amendments to the Claims**

The listing of claims below replaces all prior versions and listings of claims.

#### ***Listing of Claims***

Claims 1-27 (cancelled).

Claim 28 (previously presented): A computer-readable medium having at least one data structure from which a sound effect can be produced encoded thereon, said data structure comprising:

- a first sound segment for initiating said sound effect;
- a second sound segment which is repeatable to sustain said sound effect;

and

- a third sound segment for decaying said sound effect;

wherein said first sound segment, said second sound segment and said third sound segment are associated with a transition between display states of a graphical user interface.

Claims 29-31 (canceled).

Claim 32 (currently amended): A method for providing a sound effect corresponding to movement of an object drawn on a graphical user interface of a computer system, the method comprising steps of:

- drawing said object in said first display position of a display space controlled by said graphical user interface;
- receiving a first indication of movement of said object, the movement being on said graphical user interface;
- retrieving a sustain sound segment in response to said first indication;
- producing said sustain sound segment;
- receiving a second indication that the movement of said object on said graphical user interface has terminated;
- terminating said sustain sound segment in response to said second indication;

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panning said sustain sound segment between speakers as said object moves;  
and

~~The method of claim 31,~~ wherein said step of panning said sustain sound segment between speakers further comprises a step of:  
varying a volume between said speakers as compared to a recorded volume.

Claims 33 -40 (canceled).

Claim 41 (previously presented): A computer system with a display and a sound effect system, said computer system comprising:

an input device for controlling movement of a cursor on said display, wherein said input device generates a cursor output in response to said cursor being positioned over said control element;

a graphical user interface for rendering said object on said display at a first display position;

a speaker for producing a sound effect associated with movement of said object;

a storage device for storing said sound effect; and

a processor for controlling the speaker to produce said sound effect in response to movement of the object from the first display position.

Claim 42 (canceled).

Claim 43 (currently amended): A computer system with a display and a sound effect system, said computer system comprising:

an input device for controlling movement of a cursor on said display, wherein said input device generates a cursor output in response to said cursor being positioned over said control element;

a graphical user interface for rendering said object on said display at a first display position;

first and second speakers for producing a sound effect associated with movement of said object;

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a storage device for storing said sound effect;  
a processor for controlling the speaker to produce said sound effect in  
response to movement of the object from the first display position;  
means for panning said sound effect between said first speaker and said  
second speaker in response to movement of the object; and  
~~The computer system of claim 42, wherein said means for panning further~~  
comprises:  
means for varying a volume between said first speaker and said second  
speaker as compared to a recorded volume.

Claims 44-52 (canceled).

Claim 53 (currently amended): In a graphical user interface, a method for  
providing sound effects comprising the steps of:  
displaying an object in a first display state, said first display state having no  
sound effect associated with it;

Identifying a sound effect using a state table, said sound effect being  
associated with a transition from a first display state to a second display state;  
varying an output characteristic of said sound effect; and  
reproducing said sound effect using said varied output characteristic.

Claim 54 (previously presented): The method of claim 53, wherein said  
output characteristic is frequency.

Claim 55 (currently amended): In a graphical user interface, a method for  
providing sound effects comprising the steps of;  
displaying an object in a first display state;  
identifying a sound effect using a state table, said sound effect being  
associated with a transition from a first display state to a second display state;  
varying a frequency characteristic of said sound effect; and  
reproducing said sound effect using said varied frequency characteristic;

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~~The method of claim 54~~, wherein said frequency is selected from within an envelope of about plus or minus 2.5 percent of an original, recorded frequency.

Claim 56 (previously presented): The method of claim 55, wherein said selection is weighted toward said original, recorded frequency.

Claim 57 (new): A method for providing a sound effect corresponding to movement of an object drawn on a graphical user interface of a computer system, the method comprising steps of:

drawing said object in said first display position of a display space controlled by said graphical user interface;

receiving an indication of movement of said object, the movement being on said graphical user interface; and

producing a plurality of sound segments that are each associated with a transition between display states resulting from the object's movement on said graphical user interface.

Claim 58 (new): The method of claim 57, wherein at least one of the sound segments is repeatedly reproduced.

Claim 59 (new): The method of claim 57, further comprising a step of: panning at least one of the sound segments between speakers as said object moves.

Claim 60 (new): The method of claim 59, wherein panning between speakers comprises:

varying a volume between said speakers as compared to a recorded volume.

Claim 61 (new): The method of claim 58, wherein repeatedly reproducing at least one of the sound segments comprises:

reproducing the least one of the sound segments at a volume specified for movement of said object.

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Claim 62 (new): The method of claim 58, wherein repeatedly reproducing at least one of the sound segments comprises:  
reproducing the least one of the sound segments at a pitch specified for movement of said object.

Claim 63 (new): The method of claim 58, wherein repeatedly reproducing at least one of the sound segments comprises:  
reproducing the least one of the sound segments after a delay specified for movement of said object.

Claim 64 (new): The method of claim 57, wherein producing the plurality of sound segments comprises:  
producing an attack sound segment at the indication of movement, and  
repeatedly producing a sustain sound segment until an indication of termination of movement; and  
transitioning out of the sustain sound segment by producing a decay sound segment.

Claim 65 (new): The method of claim 58, comprising:  
selecting, from within a range of frequencies, a frequency for repeatedly reproducing said at least one sound segment.

Claim 66 (new): The method of claim 65, wherein selecting a frequency comprises:  
setting said range of frequencies to an envelope of about plus or minus 2.5 percent of an original frequency at which said at least one sound segment was recorded.

Claim 67 (new): The method of claim 66, wherein selecting a frequency comprises:  
weighting selection of said frequency from within said envelope.

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Claim 68 (new): A computer system with a display and a sound effect system, said computer system comprising:  
an input device for controlling movement of a cursor on said display, wherein said input device generates a cursor output in response to said cursor being positioned over said control element;  
a graphical user interface for rendering said object on said display at a first display position;  
a speaker for producing a sound effect associated with movement of said object;  
a storage device for storing said sound effect; and  
a processor for controlling the speaker to produce said sound effect in response to movement of the object from the first display position, the sound effect having a plurality of sound segments that are each associated with a transition between display states resulting from the object's movement on said graphical user interface.

Claim 69 (new): The computer system of claim 68, wherein said speaker is a first speaker, the computer system further comprising:  
a second speaker for outputting said sound effect; and  
means for panning said sound effect between said first speaker and said second speaker in response to movement of the object.

Claim 70 (new): The computer system of claim 69, wherein said means for panning further comprises:  
means for varying a volume between said first speaker and said second speaker as compared to a recorded volume.

Claim 71 (new): The computer system of claim 68, wherein a data structure associated with said sound effect includes a volume parameter specified for output of said sound effect.

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Claim 72 (new): The computer system of claim 68, wherein a data structure associated with said sound effect includes a pitch parameter specified for output of said sound effect.

Claim 73 (new): The computer system of claim 68, wherein a data structure associated with said sound effect includes a volume gain parameter specified for output of said sound effect.

Claim 74 (new): The computer system of claim 68, wherein a data structure associated with said sound effect includes an attack segment, a sustain segment and a decay segment.

Claim 75 (new): The computer system of claim 74, further comprising:  
means for retrieving, prior to retrieving said sustain sound segment, said attack sound segment; and  
wherein said attack sound segment is reproduced prior to repeatedly reproducing said sustain sound segment.

Claim 76 (new): The computer system of claim 75, wherein said means for retrieving further comprises:  
means for retrieving and reproducing, after said second display position is reached, said decay sound segment.

Claim 77 (new): The computer system of claim 68, further comprising:  
means for selecting, from within a range of frequencies, a frequency for repeatedly reproducing said sound effect.

Claim 78 (new): The computer system of claim 77, wherein said means for selecting further comprises:  
means for setting said range of frequencies to an envelope of about plus or minus 2.5 percent of an original frequency at which said sound effect was recorded.

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Claim 79 (new): The computer system of claim 78, wherein said means for selecting further comprises:  
means for weighting a selection of said frequency from within said envelope.